

In the claims:

Please amend claims 1, 3-6, 8-11, 15, 16, 20, 21 and 26; cancel claims 2, 14, 17, 18, 22 and 25; and add new claims 27-32. The status of the claims is as follows:

1. (Currently Amended) A method for communicating at least one primary data stream to a virtual meeting attendee comprising the steps of:

monitoring a plurality of at least one first video data stream streams being communicated between from each of a plurality of virtual meeting standard to all others of said standard users wherein each of said standard users receives a plurality of said first video data streams, said plurality of data streams including a plurality of continuous data streams communicated from each of said plurality of virtual meeting standard users to others of said virtual meeting standard users; and,

recognizing at least one primary video data stream from said at least one plurality of first video data streams stream being communicated from each of said plurality of standard users and communicating said at least one primary data stream but not said plurality of first video data streams to at least one virtual meeting primary user while continuing to communicate each of said first video data streams from each of said standard users to all others of said standard users; and,

wherein communication of said primary video stream to said at least one primary meeting attendee requires substantially less bandwidth than does communication of said plurality of first video streams to each of said standard users.

2. (Canceled)

3. (Currently Amended) A method for communicating at least one primary data stream as defined by claim 1 wherein each of said plurality of continuous first video data streams includes an identifier, and wherein the method further includes

the step of comparing each of said identifiers to a stored primary data stream identifier to recognize said primary data stream.

4. (Currently Amended) A method for communicating at least one primary data stream as defined by claim 3 wherein said plurality of continuous first video data streams comprise discretely packetized digital data in real-time, and wherein said identifiers comprise information from a stream header included with each discrete packet.

5. (Currently Amended) A method for communicating at least one primary data stream as defined by claim 1 wherein the step of monitoring a plurality of video data streams includes receiving said plurality of data streams over a first interface, and wherein the step of communicating said primary video data stream to said primary user is performed using a second interface while each of said at least one first video data streams from each of said plurality of standard users continue to be communicated to others of said standard users using said first interface.

6. (Currently Amended) A method for communicating at least one primary data stream as defined by claim 1 wherein each of said continuous first video data streams comprises a continuous stream of streaming real-time data contained in discrete packets communicated across a packet switched network.

7. (Original) A method for communicating at least one primary data stream as defined by claim 6 wherein each of said discrete packets has a header portion that includes an identifier that identifies the source of said data stream.

8. (Currently Amended) A method for communicating at least one primary data stream as defined by claim 1 wherein each of said plurality of standard users each comprises a virtual meeting attendee conference room, and wherein said plurality of

~~continuous data streams being communicated from each of said standard users includes at least one real time video data stream and at least one real time audio data stream, and wherein the method further comprises the steps of:~~

communicating at least one first audio data stream from each of said standard users to all others of said standard users wherein each of said standard users receives a plurality of said first audio streams; and,

identifying one or more of said at least one first audio data streams as a primary audio data stream and communicating said primary audio data stream but not said plurality of first audio data streams to said primary user while continuing to communicate all of said first audio data streams from each of said standard users to all others of said standard users.

9. (Currently Amended) A method for communicating at least one primary data stream as defined by claim 81 wherein said at least one plurality of continuous first video data streams communicated from each of said standard users includes comprises a plurality of video data streams.

10. (Currently Amended) A method for communicating at least one primary data stream as defined by claim 1 wherein the step of monitoring said plurality of video data streams between said standard users is performed using one or more standard ports on a network interface, and wherein the step of communicating said primary video data stream to a virtual meeting primary user includes communicating said primary video data stream to is performed using a primary port that is different from said one or more standard ports, said virtual meeting primary user in communication with said primary port simultaneous with said standard users being in communication with said one or more standard ports.

11. (Currently Amended) A method for communicating at least one primary data stream as defined by claim 1 wherein said at least one primary video data

stream includes at least a first and a second primary video data-streams stream that are different from one another, and wherein said at least one primary user includes at least a first and a second primary user, and wherein the step of communicating said at least one primary video data-streams stream to said at least one primary user includes communicating said first primary video data-streams stream but not said second primary user and communicating said second primary video data-streams stream but not said first primary user, while each of said first video data streams continue to be communicated from each of said standard users to all others of said standard users.

12. (Original) A method for communicating at least one primary data stream as defined by claim 1 and further including the step of receiving at least one primary selection command, and of using said at least one primary selection command to recognize said at least one primary data stream.

13. (Original) A method for communicating at least one primary data stream as defined by claim 12 wherein the step of receiving said at least one primary selection command includes receiving said at least one primary selection command from one of said plurality of standard users or one of said at least one primary users.

14. (Canceled)

15. (Currently Amended) A method for communicating at least one primary data stream as defined by claim 1 and further including the step of receiving at least one continuous video data stream from said at least one virtual meeting primary user and communicating said at least one continuous video data stream to each of said plurality of virtual meeting standard users whereby each of said standard users receive said first video data streams from all others of said standard users in addition to receiving a video data stream from said primary user.

16. (Currently Amended) A method for communicating one or more primary data streams as defined by claim 1 and further including the step of identifying said at least one primary user by determining that the bandwidth capacity of said at least one primary user is below that required to receive all of said plurality of first video streams being communicated between said standard users.

17. (Canceled)

18. (Canceled)

19. (Original) A method for communicating one or more primary data streams as defined by claim 1 wherein said at least one primary video data stream comprises a plurality of primary video data streams.

20. (Currently Amended) A method for communicating one or more primary data streams over a network comprising the steps of:

receiving a plurality of at least one first streaming real-time streaming video data signals signal and at least one first streaming real-time audio data signal from each of a plurality of standard users connected by a network and communicating said at least one first streaming real-time video data signals signal and said at least one first streaming real-time audio data signal to all others of said plurality of standard users over said network, said first streaming real-time video and audio data signals each comprising discretely packetized data, each of said plurality of at least one first streaming real-time video data signals and said at least one first streaming real-time audio data signal having a unique identifier, each of said plurality of standard users connected to said network via a connection having at least a first bandwidth capacity;

receiving a primary selection command that identifies at least one of said plurality of first streaming real-time video data signals signal and said at least one first

~~streaming real-time audio stream as a primary data signal originating from one of said standard users as a primary video and audio data signals;~~

~~using said primary selection command to identify said at least one primary audio and at least one primary video data signals signal from said plurality of first streaming real-time video data signals and said at least one first streaming real-time audio signals signal from said standard users; and,~~

~~communicating only said at least one primary data signal video and said at least one primary audio but not said first streaming real-time video or audio data signals to at least one primary user over said network; while each of said standard users continue to communicate said first real-time streaming video and audio data signals to all others of said standard users, said at least one primary user connected to said network with a connection having a bandwidth capacity of less than said first bandwidth capacity.~~

21. (Currently Amended) A computer program product for communicating one or more primary data streams during a virtual meeting, the computer program product comprising computer readable instructions stored on a computer readable medium, the instructions when executed causing one or more computers to perform the steps of:

~~communicate a plurality of continuous real-time data streams that include discretely packetized video and audio data between a plurality of standard users wherein each of said standard users receives said video and audio data from all others of said standard users; and,~~

~~identify a primary subset of said plurality of continuous real-time data streams and to communicate said primary subset to one or more primary users while continuing to communicate said plurality of continuous real-time data streams to said plurality of standard users from said network interface wherein each of said standard users receives a plurality of real-time data streams; and,~~

wherein communication of said primary subset to said one or more primary users requires substantially less bandwidth than communication of said plurality of real-time data streams to each of said standard users.

22. (Canceled)

23. (Original) A computer program product as defined by claim 21 wherein the program instructions further cause the one or more computers to receive and process a primary stream identification command that includes said one or more stored primary stream identifiers.

24. (Original) A computer program product as defined by claim 23 wherein said primary stream identification command is a first primary stream identification command, and wherein the program instructions when executed further cause the computer to change said primary subset after receiving a second primary identity change command.

25. (Canceled)

26. (Currently Amended) A method for communicating one or more primary video data streams in during a virtual meeting environment comprising the steps of:

linking a conference interface with a plurality of standard virtual meeting attendees over a network using at least one first port assigned to said standard users;

linking said conference interface with at least one primary meeting attendee over said network using at least one primary port that is different from said at least one first port;

receiving a plurality of packet based real-time data streams from each of said plurality of standard meeting attendees with said at least one first port, each of said

plurality of real-time data streams having a unique identifier and containing ~~one or more of audio or video~~ data, communicating said plurality of real-time data streams from each of said plurality of standard meeting attendees to all others of said plurality of standard meeting attendees;

monitoring said plurality of real-time data streams received from each of said plurality of standard meeting attendees over said at least one first port;

comparing said unique identifier from each of said plurality of real-time data streams to a stored primary stream identifier, categorizing any of said real-time data streams having an identifier matching said primary identifier as a primary data stream; and,

communicating said primary stream to said primary meeting attendee using said primary port while continuing to communicate said plurality of real time data streams to each of said standard users using said at least one first port, and wherein communication of said primary stream to said primary meeting attendee requires substantially less bandwidth than does communication of said plurality of real time data streams to each of said standard users.

27. (New) A method for communicating at least one primary data stream as defined by claim 1 and further including the step of providing a list to said at least one primary user, said list identifying each of said plurality of first video data streams being communicated between said standard users whereby said primary user may select one or more of said first plurality of streams from said list for viewing as said primary stream.

28. (New) A method for communicating at least one primary data stream as defined by claim 27 wherein said list includes video images from each of said plurality of first video data streams.

29. (New) A method for communicating at least one primary data stream as defined by claim 27 wherein said list includes thumbnail images from each of said plurality of first video data streams.

30. (New) A method for communicating one or more primary data streams over a network as defined by claim 20 wherein communication of said primary video and primary audio data signals to said at least one primary user requires substantially less bandwidth than does communication of said first streaming video and audio data signals to each of said standard users.

31. (New) A method for communicating one or more primary data streams over a network as defined by claim 20 and further including the steps of:

communicating a list to said at least one primary user containing video images of each of said first streaming video data signals from each of said standard users; and,

wherein said primary selection command comprises a selection of at least one of said video images from said list by said at least one primary user.

32. (New) A computer program product for communicating one or more primary data streams during a virtual meeting as defined by claim 21 and wherein the program instructions when causing the one or more computers to identify said primary subset of said continuous real-time data streams cause the one or more computers to:

communicate a list of said continuous real-time data streams to said one or more primary users, said list including thumbnail images of said real time video data streams whereby said one or more primary users may select said primary subset from said list.